


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style =Nat
Responses ⇒ 1NT= CONST; Jump 2NT= SUPP LIM+; cue= F1
New suits= F1; Jump cue= mixed raise; Jump raise= PRE
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd → 15-18
4 th → 12-15
Responses: SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
1♣ → 2♦ =M+M; 2♥/♠ = Nat weak one suited, 2NT=♦+♥
1♦ → 2N=♣+♥
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Style ⇒ 1♣ 2♣ =5+4Majors, 1♦ 2♦ = M+M
1♥ 2♥ =♠+♣; 1♠ 2♠ =♥+♣, 1♥ 2N=♠+♦; 1♠ 2N=♥+♦,
Responses ⇒ 2NT= F1 asking
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong/Weak (2 nd): DBL= strenght; 2♣= M+M; 2♦= M or M+m STR
2M= 5M4+m; 2NT=Boht minors 3M= PRE
Vs Strong/Weak (4 th):DBL=13+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Nat. 3♣4♣=♦+m, 3♦4♣=♣+M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3	
NT	ATT	3/5	
Subseq	ATT	ATT	
Other: VS NT K asks UB/CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK _x +; AKJ _x ; AKJ10; Ax	AK; AK _x (+); AKJ _x ;	
King	AK; KQ; KQ _x (x); KQJ _x	AKJ10 _x ; KQJ10(x); KQ109(x)	
Queen	QJ(x); QJ10(x); AQJ(x)	KQ(x); KQJ _x ; KQ10 _x ; QJ(x)	
Jack	KJ10 _x ; J10(x)	KJ10 _x ; J10(x)	
10	K109 _x ; Q109 _x ; 10 _x ; 109 _x	K109 _x ; Q109 _x ; 10 _x ; 109 _x	
9	9 _x ; 98 _x (+)	H98 _x (+), 9 _x	
Hi-X	S _x	S _x ; xS _{xx} ; HxS _x ; HxxS _x	
Lo-X	xxS; xxS _x ; HxS	H10 _x (+)S; HH _x (+)S;	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H= Enc	UDCA	UDCA
Suit 2	Std count		STD preference
3	Suit preference		
1			
NT 2			
3			
Signals (including Trumps):			
First trick STD after UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standart			
Cuebid GF „Jump 8-10 , Reopening 8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: i.e. Green

NCBO:
PLAYERS: Ekrem Serdar-Ahmet Can OZER
EVENT (Open)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5card Major 1♣=2+, 1♦=4+Unbal
Variable Nt, favorite pos 10-13
2♣=18/19 bal , 2♦=GF art , weak 2 Opening
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣-1♦/♥/♠ = TRF
SPECIAL FORCING PASS SEQUENCES

OVER OPPONENTS' TAKEOUT DOUBLE
1♠ X 2♠=8-10 3+♠
1♠ X 2N=Limit or better ♠

IMPORTANT NOTES
PSYCHICS: Almost never

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	Balanced or Natural(5♦332♣ possible)	1♦/♥/♠= TRF to ♥/♠/♦ 2♣=Solid suit or ♦+M GF 2♦=5+♠ 4+♥,5-8hcp 2♥=5+♣ limit or better 3♣=Pre	1♣-1♦/♥ TRF to M→ 2♦= ART 16+ 54 w/o 3+M; 2M=4M BAL 2oM= ART 16+ 3+M; 2NT= ART 19+ 6+♣ or 5♣4M; 3♣= 16-18 6+♣ w/o 3M 1♣-1♠ TRF to ♦ → 2NT= 19+ 6+♣ or 5♣4♦	
				Nvul vsV 14-16bal 1st 2nd Vul 14-17 bal or nat 3rd Vul 12-14 Bal 4th 15-17 Bal			
1♦				11+ 5+♦ (not 5♦332) or 4♦441	1M=4+card Nat, 1N=Nat 2♣= FG bal or support 2♦= weak 2M=invitational 6+card 2N=limit		
1♥				11+ 5+♥	2♣=2♣FG, 2♦= NAT FG, 2N=9-12 3+card 3♣=6-9 4card, 3♦=FG 4+♥ any SPL 10-13 3♥=pre 3♠/4♣/4♦= 4+♥ VOID ♣/♦/♠10-13 3NT= 12-14 BAL 3-4♥	1♥-1x → 2♣= NAT 11-15 or any 16+; 2NT= 6♥4m 16+; 3m= 55 15+ F1; 3♥= 7♥ 13-15	Drury
1♠				11+ 5+♠	Same as 1♥		
INT				(14)15-17 BAL (5M332 14-15)	2♣= stayman, 2♦/♥/♠/Nt= trns 3♣=pick a minor to play(if strong 5♥ 4♠ limit) 3♦=5/5minor GF(if strg 5♠ 4♥ limit) 3♥/♠=GF 5+4 minors short M, 4♣=♥, 4♦=♠ trns		
2♣					2♦/♥= TRF 2♠= TRF to 2NT: NT or 4M5+m		

